AMENDMENTS TO THE CLAIMS

1. (original)   A method of using a casino-based, player-operated gaming machine, comprising: accessing a web-based central server system from the gaming machine in a land-based casino, the gaming machine being linked to the central server system by a reconfigurable, multi-site computer network; and conducting, via the gaming machine, a wagering game on the computer network by receiving a wager from a player, generating a random event, and providing an award to the player for a winning outcome of the random event; wherein the wagering game including audiovisual content and game software for generating the random event; wherein the step of conducting the wagering game includes executing the audiovisual content at the gaming machine.

2. (original)   The method of claim 1, wherein the wagering game is selected from a group consisting of slots, poker, bingo, keno, and blackjack.

3. (original)   The method of claim 1, wherein the computer network includes an intranet.

4. (cancel)

5. (cancel)

6. (currently amended)   The method of claim [[4]] 1, further including downloading the audiovisual content from the central server system to the gaming machine, and wherein the step of conducting the wagering game includes executing the audiovisual content at the gaming machine and executing the game software at the central server system.

7. (currently amended) The method of claim [[4]] 1, further including downloading the audiovisual content and the game software from the central server system to the gaming machine, and wherein the step of conducting the wagering game includes executing the audiovisual content and a substantial portion of the game software at the gaming machine.

8. (original) The method of claim 1, wherein the step of accessing the central server system includes accessing a web site operated by the central server system.

9. (original) The method of claim 1, wherein the wagering game includes audiovisual content and game software for generating the random event, and wherein the gaming machine is free of a game engine for executing the game software.

10. (currently amended) A method of integrating casino gaming with non-casino interactive gaming, comprising: offering a plurality of wagering games on a central server system; conducting one of the wagering games via a player-operated gaming machine in a land-based casino, the gaming machine being linked to the central server system by a reconfigurable computer network; and conducting the same or another of the wagering games via a player-operated computing device remote from any casino and linked to the central server system; wherein the plurality of wagering games each include audiovisual content and game software for generating a random event; and further including downloading the audiovisual content from the central server system to the gaming machine, and wherein the step of conducting the one of the wagering games via a player-operated gaming machine includes executing the audiovisual content at the gaming machine and executing the game software at the central server system.

11. (original) The method of claim 10, wherein the conducting steps each include receiving a wager from a player, generating a random event, and providing an award to the player for a winning outcome of the random event.

12. (original) The method of claim 10, wherein the plurality of wagering games are selected from a group consisting of slots, poker, bingo, keno, and blackjack.

13. (original) The method of claim 10, wherein the computer network includes an intranet.

14. (original) The method of claim 13, wherein the computing device is linked to the central server system by the Internet.

15. (original) The method of claim 14, further including enabling the computing device to be linked to the central server system by the Internet using a security key.

16. (cancel)

17. (cancel)

18. (cancel)

19. (currently amended) The method of claim 16, 10, further including downloading the audiovisual content and the game software from the central server system to the gaming machine, and wherein the step of conducting the one of the wagering games via a player-

operated gaming machine includes executing the audiovisual content and the game software at the gaming machine.

20. (cancel)

21. (currently amended) The method of claim ~~16,~~ 10, further including downloading the audiovisual content from the central server system to the computing device, and wherein the step of conducting the same or another of the wagering games via a player-operated computing device includes executing the audiovisual content at the computing device and executing the game software at the central server system.

22. (original) The method of claim 10, wherein the step of offering a plurality of wagering games on a central server system includes posting the wagering games on a web site operated by the central server system.

23. (original) The method of claim 10, wherein the wagering games include audiovisual content and game software for generating a random event, and wherein the gaming machine is free of a game engine for executing the game software.

24. (original) The method of claim 10, wherein at least one of the wagering games includes a basic version.

25. (original) The method of claim 24, wherein the step of conducting one of the wagering games via a player-operated gaming machine includes playing the basic version over the computer network using JavaScript or other language.

26. (original) The method of claim 24, wherein the step of conducting the same or another of the wagering games via a player-operated computing device includes playing the basic version using JavaScript or other language.

27. (original) The method of claim 10, wherein at least one of the wagering games includes an enhanced version having upgraded audiovisual content.

28. (original) The method of claim 27, further including downloading the upgraded audiovisual content from the central server system to the computing device and storing the audiovisual content locally on the computing device.

29. (original) The method of claim 27, further including downloading the upgraded audiovisual content from the central server system to the gaming machine and storing the audiovisual content locally on the gaming machine.

30. (original) The method of claim 10, wherein at least one of the wagering games includes a basic version and an enhanced version, the enhanced version having upgraded audiovisual content relative to the basic version, wherein when the basic version is conducted via one of the computing device and the gaming machine, the basic version is played using JavaScript or other language, and wherein when the enhanced version is conducted via one of the computing device and the gaming machine, the upgraded audiovisual content is downloaded to and stored locally on the one of the computing device and the gaming machine.

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31. (original) A web-based system for integrating casino gaming with non-casino interactive gaming, comprising: a central server system offering a plurality of wagering games; a plurality of player-operating gaming machines located in a land-based casino and linked to the central server system by a reconfigurable computer network, the gaming machines being used to conduct one of the wagering games; and a player-operated computing device remote from any land-based casino and linked to the central server system, the computing device being used to conduct the same or another of the wagering games ; wherein the plurality of wagering games each include audiovisual content and game software for generating a random event; and wherein the central server system executes the game software, and the gaming machines receive the audiovisual content from the central server system and store the audiovisual content locally.

32. (original) The system of claim 31, wherein the plurality of wagering games are selected from a group consisting of slots, poker, bingo, keno, and blackjack.

33. (original) The system of claim 31, wherein the computer network includes an intranet.

34. (original) The system of claim 33, wherein the computing device is linked to the central server system by the Internet.

35. (original) The system of claim 34, wherein the computing device includes a security key enabling the computing device to be linked to the central server system by the Internet.

36. (cancel)

37. (cancel)

38. (cancel)

39. (currently amended) The system of claim 36, 31, wherein at least one of the gaming machines receive the audiovisual content and the game software from the central server system, store the audiovisual content and the game software locally, and execute the game software.

40. (currently amended) The system of claim 36, 31, wherein the central server system executes the audiovisual content and the game software when the computing device is used to conduct the same or another of the wagering games.

41. (currently amended) The system of claim 36, 31, wherein the central server system executes the game software, and wherein the computing device receives the audiovisual content from the central server system and stores the audiovisual content locally.

42. (original) The system of claim 31, wherein the central server system operates a web site posting the plurality of wagering games.

43. (currently amended) The system of claim 31, wherein the wagering game includes audiovisual content and game software for generating a random event, and wherein at least one of the gaming machines are free of a game engine for executing the game software.

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44. (original) The system of claim 31, wherein at least one of the wagering games includes a basic version.

45. (original) The system of claim 44, wherein the computing device plays the basic version using JavaScript or other language.

46. (original) The system of claim 44, wherein the gaming machines play the basic version over the computer network using JavaScript or other language.

47. (original) The system of claim 31, wherein at least one of the wagering games includes an enhanced version having upgraded audiovisual content.

48. (original) The system of claim 47, wherein the computing device receives the upgraded audiovisual content from the central server system and stores the upgraded audiovisual content locally.

49. (original) The system of claim 47, wherein the gaming machines receive the upgraded audiovisual content from the central server system and store the upgraded audiovisual content locally.

50. (original) The system of claim 31, wherein at least one of the wagering games includes a basic version and an enhanced version, the enhanced version having upgraded audiovisual content relative to the basic version, wherein when the gaming machines or the computing device is used to conduct the basic version, the basic version is played using JavaScript or other language, and wherein when the gaming machines or the computing

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device is used to conduct the enhanced version, the upgraded audiovisual content is downloaded to and stored locally on the gaming machines or the computing device.

51. (original) The system of claim 31, wherein the plurality of games are affiliated with a common entity.

52. (currently amended) A casino-based gaming machine located in a land-based casino, comprising: interface circuitry for linking the gaming machine to a web-based central server system over a reconfigurable, multi-site computer network; processing circuitry for accessing a wagering game on the central server system; and a user interface for receiving inputs from a player for playing the wagering game; the processing circuitry receives the audiovisual content from the central server system and stores the audiovisual content locally on the gaming machine

53. (original) The machine of claim 52, wherein the wagering game is selected from a group consisting of slots, poker, bingo, keno, and blackjack.

54. (original) The machine of claim 52, wherein the wagering game including audiovisual content and game software.

55. (original) The gaming machine of claim 54, wherein the gaming machine is free of a game engine for executing the game software such that the game software is executed by the central server system.

56. (cancel)

57. (original) The machine of claim 52, farther including a cabinet and a display mounted to the cabinet, the display being adapted to display the wagering game, the user interface being mounted to the cabinet.

58. (original) The machine of claim 52, wherein the processing circuitry is adapted to play the wagering game over the computer network using JavaScript or other language.

59. (currently amended) A bank of <u>a plurality of</u> gaming machines on a casino floor, comprising a currency-enabled gaming machine and a <u>plurality of</u> non-currency-enabled gaming machine<u>s</u> coupled to a central server system by a reconfigurable computer network, <u>said band of a plurality of gaming machines being arranged in a row.</u>

60. (Original) the bank of claim 59, wherein<u>; the non-currency-enabled gaming machine is part of a row of non-currency-enabled gaming machines, and further including a second currency-enabled gaming machine spaced from the currency-enabled gaming machine, the second currency-enabled gaming machine and the row of non-currency-enabled gaming machines being coupled to the central server system by the computer network, the row of non-currency-enabled gaming machines extending between the currency-enabled gaming machines</u>

61. (original) The bank of claim 60, further including another row of non-currency-enabled gaming machines extending between the currency-enabled gaming machines and coupled to the central server system by the computer network, the non-currency-enabled gaming machines in the another row being back-to-back with the respective non-currency-enabled gaming machines in the row.

62. (original) The method of claim 1, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

63. (original) The method of claim 10, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

64. (original) The system of claim 31, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

65. (original) The machine of claim 52, wherein the machine communicates with the computer network using TCP/IP protocols.